Fisher-Price

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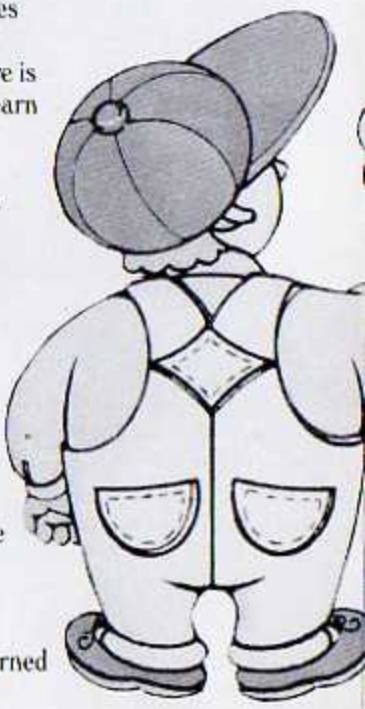
PARENTS

MEMORY MANOR challenges children to improve their visual memory skills. Visual memory skills are fundamental to many aspects of learning. They aid in the development of reading, writing, and math skills and are important in helping children learn to interact with the world around them.

In MEMORY MANOR, a rain shower smudges the windows of two buildings and your child relies on memory to recall which windows hold prizes and which hold frowning faces. With the help of Wee Willie the window washer, your child sets out to wash the prize windows and avoid the frowning face windows before the window wash supply runs out and the sun goes down.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions will help you get off to a quick start.

MEMORY MANOR was designed and developed by Frieda Lekkerkerker Inc.



HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

SELECT A LEVEL

1. Using the joystick, guide Wee Willie among the three windows and choose the level that you want.
2. Press the joystick button* to start. There are 3 game levels. Higher levels challenge your child to uncover a greater number of prizes with a limited amount of window wash. Additionally, in level 3, the game is over when the sun goes down.

*(Press any button for Coleco)

HOW DO I WIN?

Try to score as many points as you can by washing the windows that hold prizes. You can also increase your score by uncovering all the prizes without using up the window wash.

WHAT DO I DO?

Before Washing

1. Use the joystick to fly the helicopter so it is right above a bucket.
2. Press the joystick button* to fill the bucket. YOU NEED TO FILL 6 BUCKETS.
3. When Wee Willie jumps, use the joystick to fly the helicopter to him. Press the joystick button* to pick him up.
4. Fly Wee Willie to a starting point on one of the buildings. Press the joystick button* to drop Wee Willie off.

(continued on back of page)

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POSTAGE WILL BE PAID BY ADDRESSEE

FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238

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If this product should prove defective by reason of improper workmanship or material during the first 30 days from the date of original purchase, return it to the dealer from whom it was purchased for a free replacement.

If it should prove defective after the first 30 days, mail it to FISHER-PRICE Learning Software at this address:

FISHER-PRICE Learning Software
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(617)-494-1222

Memory Manor™
Proof-of-Purchase

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Product Purchased _____ Date of Purchase _____

Place Purchased _____ Age of User _____

Computer Model Used _____ Date of Computer Purchase _____

Name _____

Address _____

City _____ State _____ Zip Code _____

What member of the family bought this product? _____

How did you hear about FISHER-PRICE Learning Software?

☐ Friend ☐ Inside other Fisher-Price products ☐ Saw it in store ☐ Advertising (magazine)

☐ Other _____

Do you own any other FISHER-PRICE Learning Software Programs? _____

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During Washing

1. Use the joystick to move Wee Willie around the buildings.
2. Move Wee Willie to a bucket. Press the joystick button* to fill Wee Willie's sponge. A FULL SPONGE CAN WASH 5 WINDOWS.
3. Move Wee Willie to a window and press the joystick button* to start washing.
4. If you hear a buzz when you try to wash, your sponge is dry and you need to pick up more window wash.
5. If you wash a window with a frowning face, you lose all the window wash in the sponge. Wee Willie will need more window wash to continue.
6. Watch the number below each building. The number tells you how many prizes are left to be uncovered.

*(Press any button for Coleco)

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